

REMARKS

This reply is responsive to the office action dated October 9, 2007. Upon entry of this amendment claims 1-3 and 5 are pending; claims 1 and 5 are amended and claim 4 is cancelled. No new matter has been added. Reconsideration and allowance are requested.

I. Office Action Summary

In the October 9 office action, the examiner:

- (1) Objected to the title of the application; and
- (2) rejected claims 1-3 & 5 under 35 U.S.C. § 103(a) as unpatentable over U.S. Patent Application No. 2002/0133523 to Ambler et al. in view of U.S. Patent No. 5,618,238 to Kruse et al. and further in view of U.S. Patent Application Publication No. 2003/0115593 to Alten et al.

II. Objection to the Specification

The title stands objected to as noted in item I.(1) above. In response, applicants have amended the title to read "Language Selection Option During a Game Session," as suggested by the examiner. Thus, withdrawal of this objection is respectfully requested.

III. Claim Rejections

Claims 1-3 and 5 stand rejected as noted in item I.(2) above. Independent claims 1 and 5 have been amended to recite, *inter alia*:

"... means for displaying provisionally selected text data . . . said text data corresponding to said game image displayed with said language selection picture, and for displaying said text data corresponding to said provisionally selected language switched from one of said game image which has been displayed on said background of said language selection picture, and for displaying said language selection picture on which said provisionally selected selection operational image is displayed . . . together with said

game image for which text data have been switched into said provisionally selected language . . .

wherein said player can confirm whether the provisionally selected language is proper by viewing text displayed on said background of said language selection picture along with said game image, wherein said text displayed on said background is switched into said provisionally selected language."

Claims 1 and 5 are patentable over Ambler, Kruse and Alten, because those references, taken alone or in combination, fail to disclose, teach or suggest all of the limitations of the claims. Specifically, neither reference discloses the claimed "means for . . . **displaying [a] language selection picture** on which . . . provisionally selected selection operational image is displayed . . . **together with said game image for which text data have been switched into said provisionally selected language . . .** wherein said player can confirm whether the provisionally selected language is proper by viewing text displayed on said background of said language selection picture along with said game image, wherein said text displayed on said background is switched into said provisionally selected language." (emphasis added)

As admitted in the October 9, 2007 office action, Ambler's language selection screen is a window that covers the entire screen, and is not disclosed in combination with a background image having text. See Office Action, 10/9/07, pg. 2, para. 2, lines 3-4.) Thus, Ambler fails to disclose, teach or suggest, "means for . . . **displaying [a] language selection picture** on which . . . provisionally selected selection operational image is displayed . . . **together with said game image for which text data have been switched into said provisionally selected language . . .** wherein said player can confirm whether the provisionally selected language is proper by viewing text displayed on said background of said language selection picture along with said game image, wherein said text displayed on said background is switched into said provisionally selected language," as required by claims 1 and 5. (emphasis added)

Kruse fails to remedy this deficiency. Although Kruse does disclose a "language selection key-set 318 which allows the user to select the language for all screen displays and prompts," (see Kruse, col. 5, lines 10-15; col. 8, lines 11-13, and Figure 7) Kruse fails to disclose, teach or suggest the claimed feature of provisionally changing

the background text into the provisionally selected language while the overlying screen is still being displayed. Rather, Kruse discloses that an option selection window can be presented in the foreground while the main image remains partially displayed in the background, (see Kruse, Fig. 11), but is devoid of any description that selections made by the user in the option selection window *have any effect* on the text displayed in the background while the option selection window is still being displayed.

Thus, Kruse fails to disclose, teach or suggest "means for . . . **displaying [a] language selection picture** on which . . . provisionally selected selection operational image is displayed . . . **together with said game image for which text data have been switched into said provisionally selected language** . . . wherein said player can confirm whether the provisionally selected language is proper by viewing text displayed on said background of said language selection picture along with said game image, wherein said text displayed on said background is switched into said provisionally selected language," as required by claims 1 and 5. (emphasis added)

Alten fails to remedy the deficiencies in Ambler and Kruse, because, similar to Kruse, it merely discloses an overlay screen, and fails to disclose, teach or suggest the claimed feature of provisionally changing the background text into the provisionally selected language while the overlying screen is still being displayed. The examiner states that Alten's overlay screen allows a person to navigate through different TV program channels and as the channel changes so does the information displayed in the overlay window. (See Office Action, pg. 4, para. 3, lines 6-8.) But just as with the Kruse system, Alten's system has absolutely no effect on the text or content of the underlying screen. Rather, Alten's system merely enables to the user to obtain information (name, time, images) about a TV program automatically before committing to a current channel. (See Alten, paras. 103, 107.) Alten is devoid of any description of changing the appearance of the background text on a particular screen, and specifically is absent of any description of changing the language in which the background text is to appear. Thus, Alten, like Kruse, is devoid of any description of provisionally changing the background text into a provisionally selected language while the overlying screen is still being displayed.

Alten, therefore, fails to disclose, teach or suggest "means for . . . **displaying [a] language selection picture** on which . . . provisionally selected selection operational image is displayed . . . **together with said game image for which text data have been switched into said provisionally selected language** . . . wherein said player can confirm whether the provisionally selected language is proper by viewing text displayed on said background of said language selection picture along with said game image, wherein said text displayed on said background is switched into said provisionally selected language," as required by claims 1 and 5.

In contrast to the cited references, the claimed invention enables the user to provisionally select one of a variety of alternative languages using a language selection picture (displayed in the foreground of a game image screen), and to have text accompanying the game image (i.e., in the background on the game image screen) immediately converted and displayed in the selected language *while the language selection picture is still being displayed*. This enables the user to see immediately (provisionally) how the language change is effected directly on the game image screen, and also allows the user to quickly and efficiently change his or her selection if that selection is incorrect (as judged by viewing the changed text in the background).

Because Ambler, Kruse and Alten, taken alone or in combination, fail to disclose, teach or suggest all of the limitations of independent claims 1 and 5, applicants request that the 35 U.S.C. § 103(a) rejections of these claims be withdrawn. With respect to claims 2 and 3, which depend from independent claim 1 and recite additional features of the invention, applicants request that the 35 U.S.C. § 103(a) rejections of these claims be withdrawn for the same reasons stated for claim 1.

The claims as amended are believed to be in condition for allowance.
Reconsideration and allowance are requested.

A fee of \$810.00 is believed to be due for the Request for Continued Examination filed with this response. The Commissioner is hereby authorized to charge this fee, as well as any other required fees, to deposit account number 04-1679.

Respectfully submitted,

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